AGB-AAKE-USA

GAME BOY® ADVANCE

AIRFORCE DELTA STORM™



INSTRUCTION BOOKLET

KONAMI®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

MILD VIOLENCE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

PROLOGUE

The worldwide terror that struck early in the twenty-first century has rendered the world's mighty economic and military nations fragile. Member nations of global organizations such at the United Nations started to make decisions based purely on their national interests and these organizations were reduced to empty shells that existed in name only.

In these desperate times, the antagonism and conflict between members of different ethnic groups and religions, which had been suppressed previously by the superpower nations, were rekindled.
The Federal Republic of Kronn, located to the north of the Laconian Republic, witnessed the aggressive and rapid spread of the "One Truth" movement. This group was financed by a number of illegal sources, primarily the narcotics trade.

Faced with terrorist activity that became more extreme as the group's resources increased, the United Nations resorted to a military solution; attempting to suppress the movement with a group of multinational troops. This was only the beginning of a new tragedy.

The "One Truth" movement formed its own army – the Revolutionary Force. They toppled the Kronn administration and began to invade the nations of the former Soviet Union, one after another. Eventually just two territories remained, the Republic of Laconia and the Kingdom of Agilinea. It seemed only a matter of time before these, too, would be overrun.

Unbelievably, in the midst of the crisis, the United Nations suddenly declared these remaining areas military non-intervention zones and began to withdraw its forces from the conflict. Behind this move was the harsh reality that UN member nations were no longer in a position to combine their economic resources in order to protect other countries.

Left with no other choice but self-defense, the Republic of Laconia reinforced its regular troops with a squad of foreign mercenaries - the "Delta Force Air Squadron".

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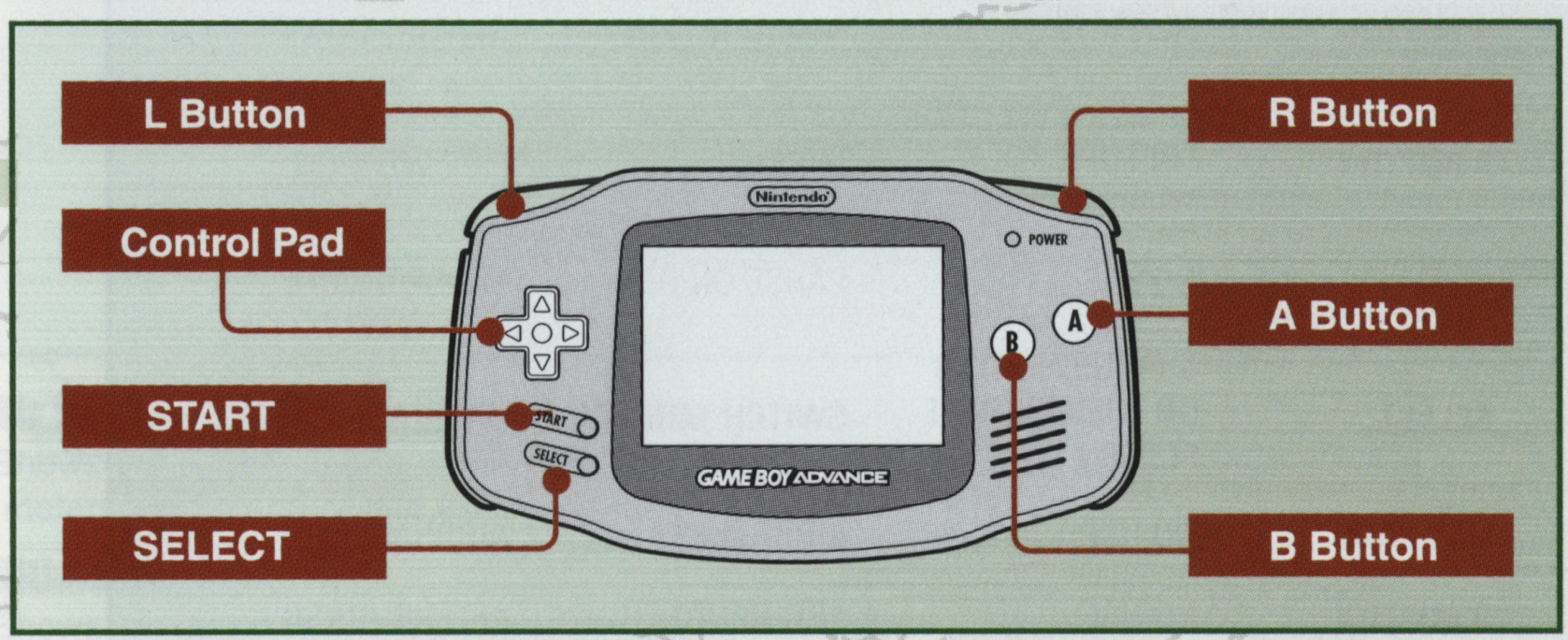
Thank you for purchasing AirForce Delta Storm. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily.

(Note: Konami does not reissue manuals.)

At Konami, we continuously strive to improve our products. As a result, your product may differ slightly from someone else's, depending on the date of purchase.

CONTROLS PAGE

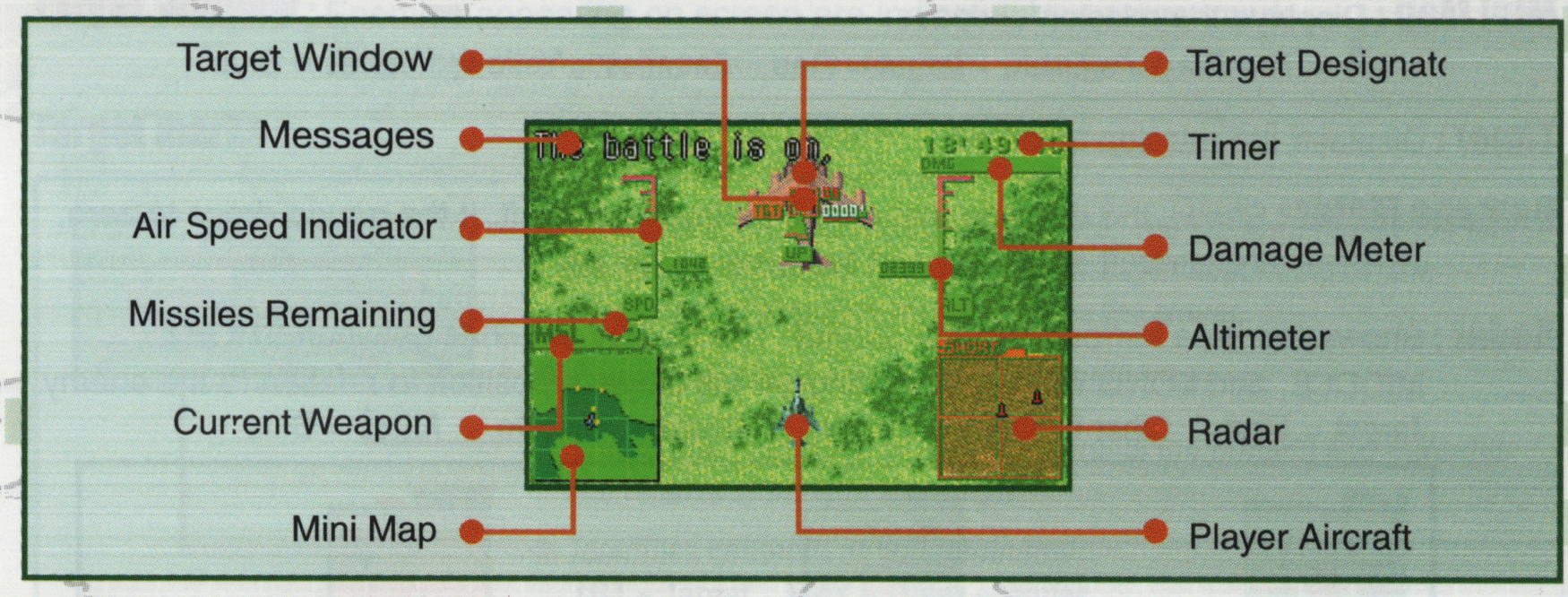
There are two basic control configurations for controlling the aircraft: Type A and Type B. Type A is the default setting.
Additionally, using the Button Config option in the Options Menu can customize functions for each button. (See p.16)



CONTROLS PAGE

	BASIC CONTROLS	TYPE A CONTROLS	TYPE B CONTROLS
CONTROL PAD	MOVE CURSOR	MANEUVER THE FIGHTER	MANEUVER THE FIGHTER
A BUTTON	ENTER SELECTION	MACHINE GUN	SWITCH TARGET
B BUTTON	CANCEL SELECTION / RETURN TO PREVIOUS SCREEN	MISSILE	FIRE WEAPON
START	NO USE	PAUSE ON/OFF	PAUSE ON/OFF
SELECT	CHANGE FIGHTER ON THE AIRCRAFT SCREEN	SWITCH TARGET	SELECT WEAPON
L BUTTON	NO USE	AIRBRAKES	AIRBRAKE
R BUTTON	NO USE	AFTERBURNER	AFTERBURNER

* USE THE L & R BUTTONS TO LEVEL THE PLANE.

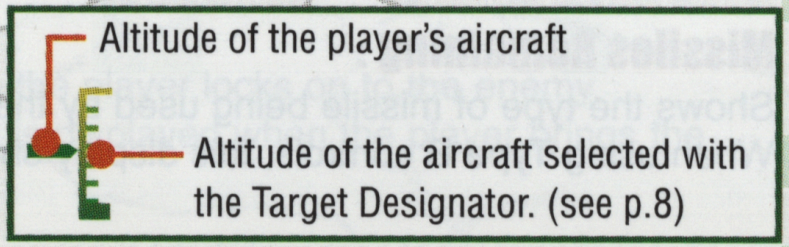


Air Speed IndicatorAir Speed Indicator :

Shows the current speed of the player's aircraft. Use the Options Menu to select m/km (meters/kilometers) or ft/kt (feet/knots).

Altimeter :

Shows the distance of the player's aircraft from the ground.
Use the Options Menu to select m/km (meters/kilometers) or ft/kt (feet/knots).



THE GAME SCREEN

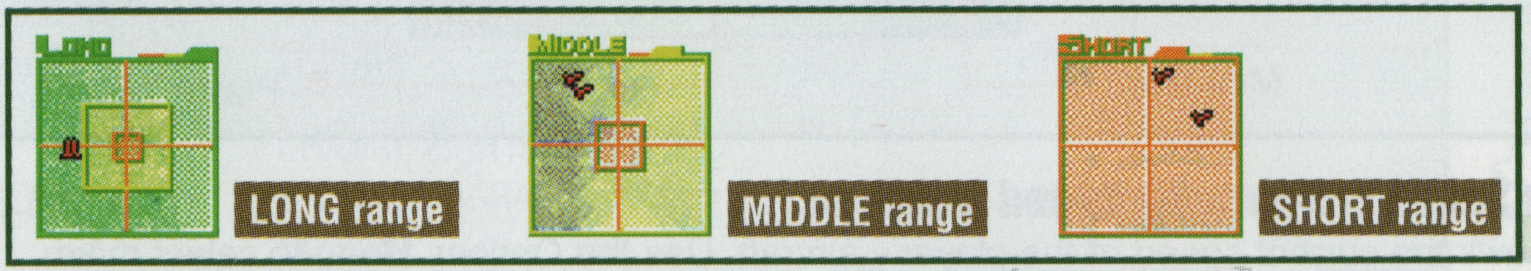
Mini Map : Displays the mission airspace.

= The Player's Craft, **Target** = Red, **Enemies** = Yellow, **Allies** = Blue

Timer : Displays the mission time limit.

Damage Meter : Shows the damage status of the player's aircraft. If the gauge drops to zero, the aircraft will crash and the mission will fail.

Radar : Shows the area surrounding the aircraft. The display switches between SHORT, MIDDLE, and LONG range, depending on the player's position in relation to the enemy.
Target = Red, **Other Enemies** = Yellow, **Missiles** = White, **Allies** = Blue

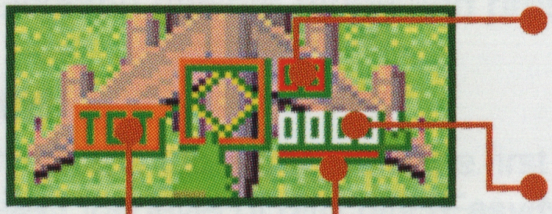


Target Designator : Displays the position of the nearest aircraft.

Missiles Remaining :
Shows the type of missile being used by the player and the stock of weapons remaining. When using Type B controls, this display shows the weapon currently selected.

Target Window : Enemies appearing on screen are indicated by a target mark. The mark changes depending on the type of target.

Target marks :



- Indicates enemy resistance to missiles. The enemy's resistance has an initial fixed value, but the figure changes depending on the properties of the missiles selected by the player.
- Displays distance from target or altitude intercept.
- This is only displayed when flying targets are present and indicates the relative altitude of the target.
- Identifies contents of target window.
 TGT = Target, **EMY** = Other enemies

Figures in red = Enemy is at a lower altitude than the player.
Figures in white = Enemy is at a higher altitude than the player.
Flying = ◇
On the ground = ◇
The diamond at the center of the mark flashes when the player locks on to the enemy.
+ Gun sight = This is set to machine gun standard. It is displayed when the player brings the aircraft into a descent.

Message Transmission : This is displayed when a message is received.

Miscellaneous Warnings & Status Messages :

MISSILE ALERT = Missiles are approaching
DAMAGE = Damage has been taken
MISSION CLEARED = The mission has been completed
MISSION FAILED = The mission was unsuccessful
STALL = The aircraft has stalled
BINGO! = The player has scored a direct hit
BREAK NOW = Aircraft fan out
AUTO PILOT = The aircraft is on autopilot
OFF COURSE = The aircraft has left the battle area

Rules & Conditions : The following will result in failure of the mission

- The damage meter drops to zero
- The aircraft leaves the designated airspace
- The aircraft crashes into the ground/sea
- The time limit is exceeded

NOTE :

There may be additional conditions that result in failure for each mission, check the Briefing Screen carefully. Press START during play to pause the game. The following menu appears when the game is paused.

Cancel... Starts the game from the beginning
Retry... Starts the mission from the beginning
Quit... Ends the game and returns the player to the Main Menu

Insert the Game Pak in the Game Boy® Advance system and turn on the power switch. After the opening credits, the title screen will be displayed. Press START at the title screen to display the mode selection screen. Use the Control Pad to select the desired mode and press the A Button to select.



New

This starts the game from the first mission. Use the Control Pad to select the level of difficulty (Easy/Normal/Hard). Enter the choice with the A Button and continue to the Main Menu screen.



Load

This loads saved game data.
Select the desired data and enter with the A Button. The words "Yes / No" will appear. Choose Yes to load saved data and continue to the Main Menu.
Once a mission has been cleared, it can be selected and replayed at any time.

Tutorial

Receive training in defeating enemy craft with machine gun fire.

Options

Use the Options Menu to alter the various settings. (See page 16.)

MAIN NENU

Use this screen to select missions, save data, or alter options. Select the desired mode and enter with the A Button. Press the B Button to return to the Exit screen. Choose Yes on the Exit screen to return to the title screen.



Select Mission

Select the desired mission. (See p.13)

Save

Save data from the current game. Select the file to be saved and enter with the A Button.
A maximum of four sets of game data can be saved.
If the power is suddenly cut off during play, save data may be lost. Please be careful.

Options

Use the Options Menu to alter the various settings. (See p.16)

SELECTING A MISSION

Choose Select Mission from the Main Menu screen to display the Select Mission screen. Select the desired mission and enter with the A Button to continue to the Briefing screen.



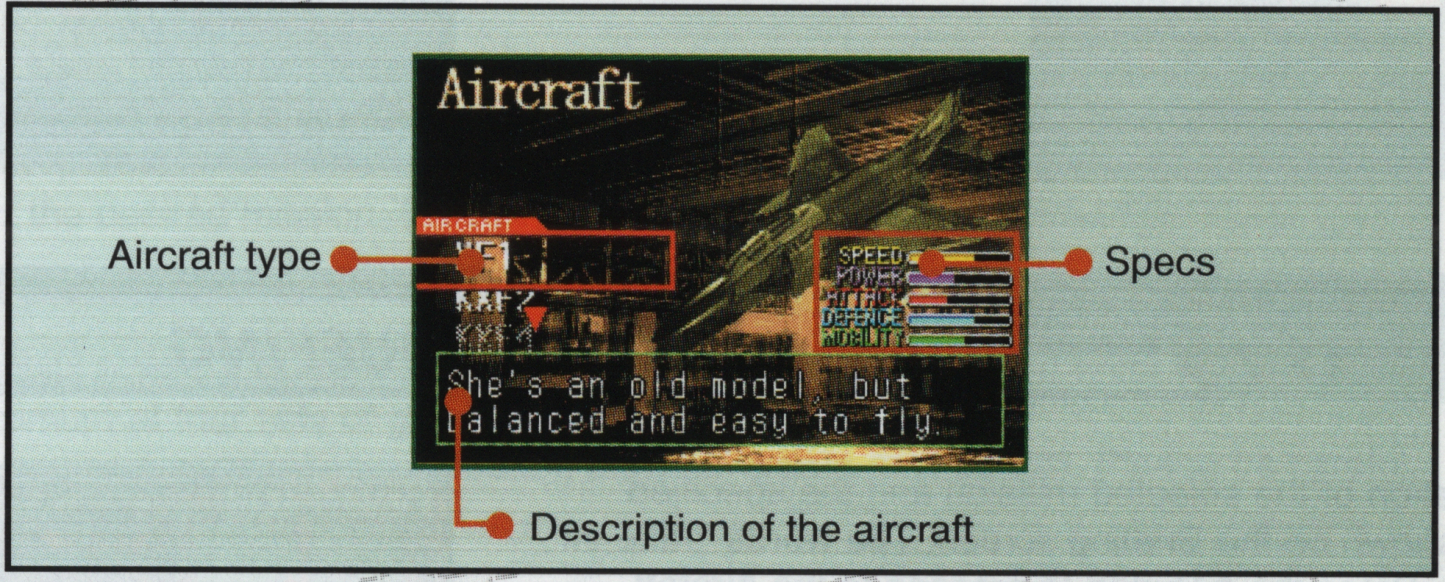
BRIEFING

An explanation of the selected mission and the specified targets is shown on the Briefing screen. The words “Take off” will appear. Press the A Button to proceed to the Aircraft Selection screen and choose your aircraft.



SELECTING AN AIRCRAFT

At the Aircraft Selection screen, select the aircraft to be used in the mission. Enter your choice of aircraft with the A Button and start the mission.
The types of fighters that can be used increase as the player progresses through the game.
The choice of aircraft may be restricted, depending on the mission.



The aircraft specifications are listed below. The longer the gauge is indicates higher capabilities.

SPEED (maximum speed) : Displays the maximum speed of the aircraft
POWER (thrust/weight ratio) : Displays the acceleration power of the aircraft
ATTACK (attack power) : Displays the attack power of the aircraft.
DEFENSE (endurance) : Displays the strength of the aircraft
MOBILITY (maneuverability) : Displays generalized turning and braking characteristics of the aircraft

Change Aircraft Name/Input New Aircraft Name

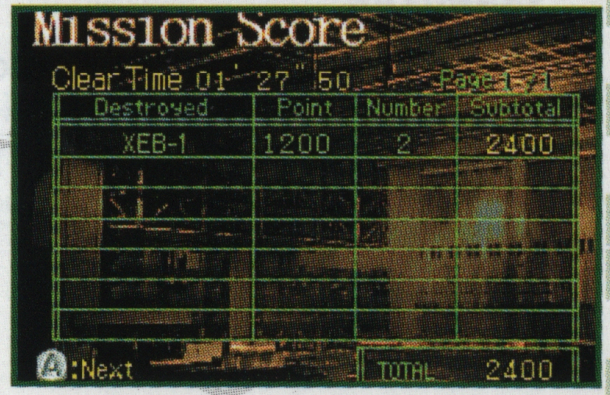
Press SELECT at the Aircraft screen to change the name of the aircraft. Press right and left on the Control Pad to move the cursor and press up and down on the Control Pad to select letters and numbers.

Press the A Button to end the operation. Pressing the B Button returns the name of the aircraft to the name before editing. A maximum of eight letters can be input.

MISSION SCORE

Successfully complete a mission and the Mission Score screen is displayed. Combat records and points acquired during the mission are shown here.

Press the A Button to return to the Main Menu screen.



OPTIONS

Use the Options Menu to alter the various settings.

Range Units

Select m/km (meters/kilometers) or ft/kt (feet/knots) as the units for the air speed indicator and altimeter. In-game messages are displayed in m or km.

Button Config

This allows players to configure the buttons for the aircraft controls.
Please note that START cannot be changed.

High Score Ranking

View rankings for each difficulty level.

Language

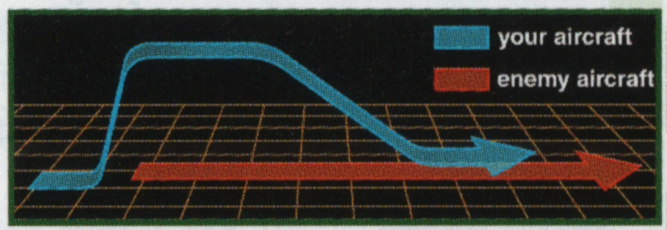
Select the language to be used during the game.

Exit

Exit the Options Menu.

This section introduces several basic piloting techniques used during the game. Mastering these techniques for use in combat is the quickest way to clear missions and achieve the highest scores. The technique for defeating enemy aircraft with machine gun fire, essential when playing in HARD mode, is also covered here.

Battle Technique 1



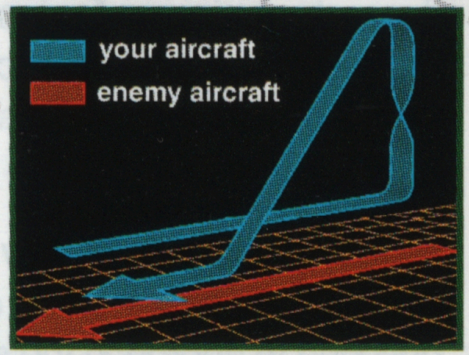
When following an enemy broaden your field of vision by gaining altitude. When an enemy fighter is discovered, gently descend to approach the same altitude. When player and enemy altitudes are almost equal, press the A Button and the B Button simultaneously to level out. The difference in altitude will be compensated for automatically as the enemy fighter is approached, so shorten the distance between the two craft without changing altitude more than necessary.

Battle Technique 2

Aircraft turns are an essential technique that should be used in concentrated attacks on an enemy target, pursuing an enemy or evading them. Making a wide turn after passing an enemy may allow them time to escape, so tight turns at reduced speed are a good alternative.

Battle Technique 3

Another turning technique used when pursuing an enemy fighter is shown in the figure below.
Begin a vertical climb just after the radar shifts to middle range. Bring the aircraft around 180∞ during the vertical climb and descend to the same altitude of the enemy fighter to tail them. The benefit of this technique is that the player can come up directly behind the enemy fighter without losing speed. Slowing down in order to make a tight turn can be useful, but the technique should be tailored to match the situation.



Surface Attack

When attacking enemies or facilities on the ground, increase the aircraft's altitude slightly before entering a vertical descent and commencing the attack. This method increases the attack efficiency of each pass, especially when there are multiple attack points on screen.

Missile Attacks / Avoiding Missiles

A missile might not strike when the target is behind your aircraft, or it is too far away. Try keep the target in front of your aircraft and fire the missiles after getting near to the target.
When an enemy missile approaches, shake the missile by making wide left/right turns.
In later Missions, the missiles will have better tracking capabilities. Try to avoid them by doing steep climbs and dives.

AIRCRAFT LINEUP

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

XF1

This is an older generation aircraft, but it has good balance and is easy to control.





KXF2

This aircraft boasts excellent speed, but is less durable than you might expect.

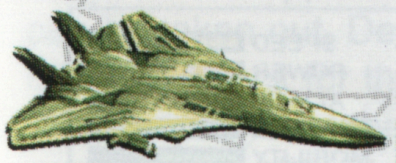
SPEED
POWER
ATTACK
DEFENCE
MOBILITY

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

KXF3

This is an aircraft with well-balanced anti-surface and anti-aircraft capabilities.





KXF4

This aircraft possesses formidable attack strength, but its maneuverability leaves something to be desired.

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

XF20

This aircraft demonstrates superior maneuverability, but only has average attack strength.



AIRCRAFT LINEUP

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

KXF6

This is a stable, high-capability aircraft.





XF7

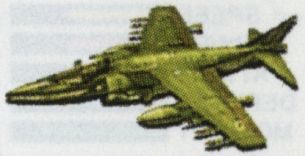
This is a high-capability fighter with outstanding maneuverability.

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

XA9

This is an aircraft suited to vertical take-off and landing. Its true valuebecomes clear when used for certain specialized strategies.





XA10

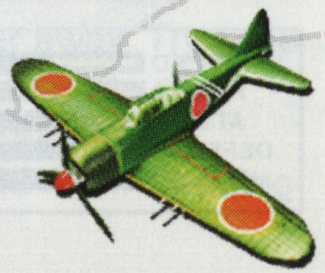
Although this aircraft lacks speed, it boasts the strongest attack capabilities and armor.

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

SPEED
POWER
ATTACK
DEFENCE
MOBILITY

XZF

This aircraft can fly even in a sandstorm.



Mission 1: First Takeoff

Intelligence has obtained information that a bomber apparently controlled by the Revolutionary Force is approaching Naxos City. Use a high-speed aircraft to intercept the enemy in time.



Mission 2: Top Secret Lab Attack

Intelligence information has revealed that the enemy is manufacturing biological weapons in a laboratory at the foot of a dam in the upper reaches of the East Lem River. If the lab can be taken out, Delta Force will be able to stave off a crippling attack for the time being. The target is at the base of a dam, so bombard the dam to lower the water level. Make visual confirmation of the target and attack.



Mission 3: Ravine Base Capture



To pave the way for upcoming operations, Delta Force plans to attack the enemy communications base. The target base is located in a gorge and surrounded by countless crags. Attack from above is rendered impossible by the enemy air defense network. Reconnaissance photos are poor, but it seems that there is a route that leads to the target. Due to the raging sandstorms, however, jet fighter engines will not stand up to the task. Furthermore, there are many narrow spaces a fighter helicopter cannot pass through. Therefore, the command center has procured an old but compact recipro fighter for this mission that can fly at low velocities. Your mission is to attain the target and bomb it, flying at low altitude and avoiding the crags.

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